MUS. NEFE-USA

INSTRUCTION BOOKLET

# FORCE 64

CRAVE







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## INTRODUCTION

Place: Earth

Time: Years Past The Millennium

It is a few years past the Millennium and Dr Dex Zeng is INFURIATED.

As a former high powered GOVERNMENT AGENT with his nose in many areas (including the SEEDY and LICENTIOUS New York UNDERGROUND), as well as a renowned radical scientist and professor in Theology, Dr Dex Zeng TRULY believed the end of the world would come by the YEAR 2000.

EVENTS occurring toward the turn of the century confirmed to Dr. Zeng that the year 2000 would bring the ARMINGEDOON. The signs were clear! Zeng was so sure, in fact, that he even convinced many of his ex-employees (who happened to be prominent members of local militias) that this was fact and they helped him prepare for this almighty CONCLUSION.

Zeng is like a better functioning idiot savant. He is brilliant in what he does, He sets his mind to a goal and achieves it — no matter what.

Over the years, Zeng has developed a MEGALOMANICAL complex that many suspect may have been caused by the use of SYNTHETIC DRUGS he's made for the government and tested on himself and other family members.

Like the few megalomaniac's in history, he actually thinks he is the KEEPER of the EARTH. The Father Nature, the Chosen One. He feels that anyone in his PRESENCE should how before him AS THOUGH he WERE a god.

When the MILLENNIUM hit us at 12:01 am January 1, 2000.....

#### NUTHING HAPPENED

Filled with outrage intensified by those who surround him. Dr Dex Zeng insists that SOMETHING WENT WRONG.

He knows from his years and years of reading, teaching and hypothesizing that IT WAS SUPPOSED TO HAPPEN.

Fortunately, Dr. Zeng had a plan in CASE something like this did happen.

He is prepared to FIX the Apocalypse — to FORCE it —— to CORRECT the malfunction.

And the scary part is - HE IS ONE OF THE VERY FEW WHO CAN MAKE IT HAPPEN!

Or, Zeng now believes that it is HIS JOB, to AT ANY COST — END THE WORLD, With the help of biological warfare devices and several militant followers, as well as his connections in the Underground, it shouldn't be difficult.

BUT, one of Or. Zeng's lab assistants, Snapper, decides she can no longer stand this man's corruption and calls on a friend for help in stopping him.

With this act she helps bring together what will be known as one of the most VOLATILE TEAMS EVER CREATED!

IT'S TIME TO END - THE END OF THE WORLD

## IN-GAME CONTROLS (default settings)

A Button ......Punch, or use to pick up objects when your character is directly over them

B Button Kick, or use to discard object by throwing it.

#### C Buttons

Left \_\_\_\_\_\_Back-fist (punch behind you). Also can be used to discard object by throwing it.

Up No function

Down .......Grab your enemy when in close proximity

R Button ......Zoom camera in and out of the screen.

Z Button ...... Use in conjunction with the Control Stick to run.

START Button Pause / Un-pause the game.

#### Menu Controls

Throughout all menus please use the Control Stick or Control Part to navigate, the A Button to select and the B Button to go back one step.

#### Rumble Pak 18

This game is compatible with the Rumble Pak accessory, Before using the accessory, please read the Rumble Pak accessory instruction booklet carafully. Follow the on-screen instructions to determine when you should insert or remove the Rumble Pak accessory.

## NINTENDO 64 SETUP/

#### CONTROL STICK FUNCTION

Nintendo 64 Controller centains a Control 2 a sense users on analog system to read the angles and direction of its movement. The senses are control that is not possible using the conventional – Control Pad.

Deck power ON, do not move the Control Stick from it's



# Ine Control Stick is held at an angled position is shown in the picture on the left of the power a turned ON, this position will be set as neutral. This will cause garness using the Control Stick is operate incorrection



To reset the neutral position once the game has started to go of the Control Stick on it can return to its center position has shown in the picture on the left) then prese START white holding their and R Bultons.

The Direct Stick is a precision instrument, make ture not to spill liquids or place any loreign objects into it.









# N64 Controller START . Control Paul Courrel Shel Back of Controller I Sumon

## STARTING THE GAME

#### Main Title Menu

Here you will be able to select the following options:

Start Game Select to take you to the Character Select Screen

### Character Selection Screen

Here you will be able to select the character with which you wish to play. Simply highlight the character using the Control Stick or Control Pad and press the A Button to select. Once selected your game will begin.

Please note in 2 player games both players will not be able to select the same character. To play 2 player games at least 2 Controllers must be present.

## **OPTIONS SCREEN**

Here you will be able to select your in-game options. Use the Control Stick or Control Pad to high ght, and where necessary, change the options. Pressing the A Button will apply your options and return you to the Main Menu Screen.

The options available to you are:

Difficulty EASY / NORMAL (Default) / HARD

Stereo / Mono ......STEREO (Default) / MONO

Controller Options Select and you will be presented with 8 pre-set control configurations, selecting your desired control setting will return you to the Options Screen

Controller Pak Options.....Select to take you to the Controller Pak Options

Screen.

## CONTROLLER PAK OPTIONS SCREEN

you will be to Save Load and you wish the Control or Control Pad, then to your alterations this option to select which wish to data.

Local Section

Use this Save

Linese Came Note \_\_\_\_\_Use this option to Erase game note...



## SAVE GAME

in . you wish 1 more lis

## IN GAME DISPLAY

character name

**Marrie** 

Payer |

Player 1

## CHARAC IN PROFILES

profiles main characters

MOTE: Experiment different by seminations ) to a special fighting moves; careful as contain concern.

### **MACE DANIELS**

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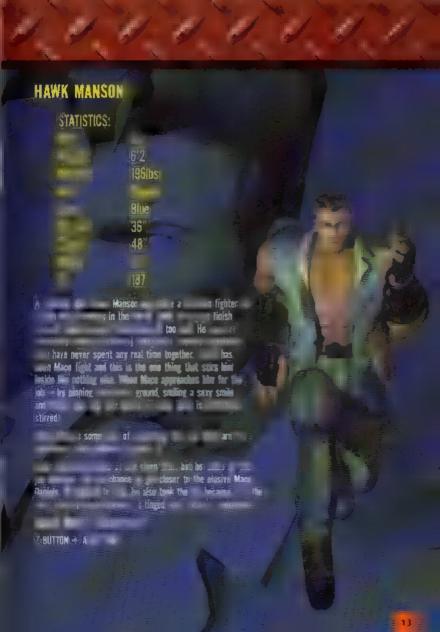
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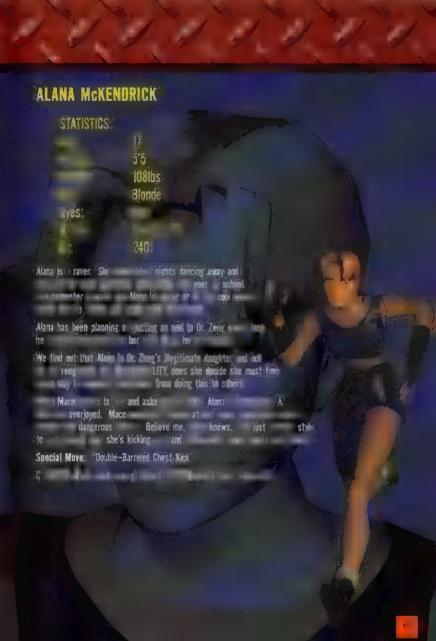
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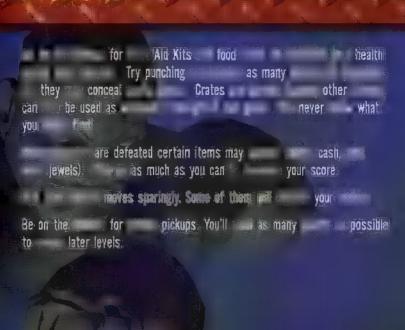








## PICKUPS



## CREDITS

## CORE DESIGN, LTD.

N64-1

Audio

Artist

1111

Music &

Producer

Executive Producer

#### FOR EIDOS INTERACTIVE

Producer

**Operations** 

Aiex

Mac Avory

Neil Topham

Sean Dunlevy

oldreive:

Tonge

Roberto

Flanagari

Sandham

Wakeman

Martin Iveson

Jeremy Heath-Smith

Mike Schmitt

James

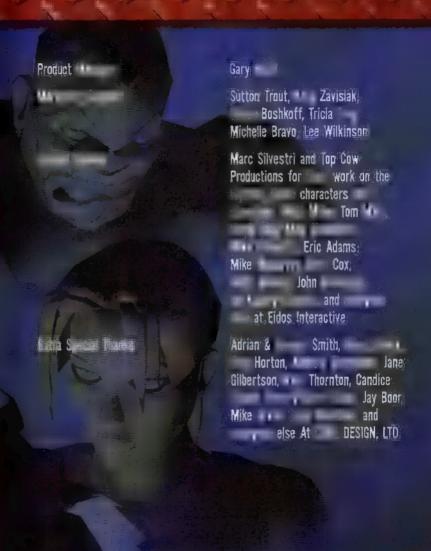
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Arvay, Tim Corey Fong,

Ellis,

Coleman

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YOU'VE GOT TO HAVE A LOT OF BALLS
TO PLAY / GAME THIS REAL

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